HANGMAN*

Can you guess the correct letters in this secret word game before your hangman figure is "hung"?

SCORE
01

GUESS: M

G • M • A S • • M

• B C D • F • H I J K • •
N • • Q R • • U • W X Y Z
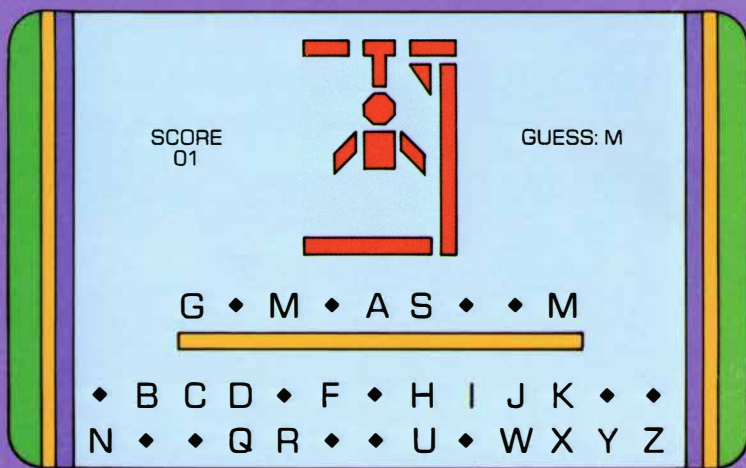
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Quick Reference Guide

Note that the key sequences required to access special functions depend on the type of computer console you have. Important keystroke sequences are summarized here for your "quick reference."

TI-99/4	TI-99/4A	
ENTER	**ENTER**	■ Continues the game with the same option. ■ Enters a word in memory for the Custom List.
C	**C**	Allows you to enter your own list in Custom List.
SHIFT 8 (*)	**SHIFT 8** (*)	■ Enters the list of words into memory in the Custom List. ■ Buys a letter for a word.
SHIFT S	**FCTN S**	Erases letters before pressing **ENTER**.
SHIFT 2 (@)	**SHIFT 2** (@)	Returns to the HANGMAN title screen.
SHIFT Q (QUIT)	**FCTN =** (QUIT)	Returns to the master title screen.

*HANGMAN**

SCORE 01   GUESS: M

G ◆ M ◆ A S ◆ ◆ M

◆ B C D ◆ F ◆ H I J K ◆ ◆
N ◆ ◆ Q R ◆ ◆ U ◆ W X Y Z
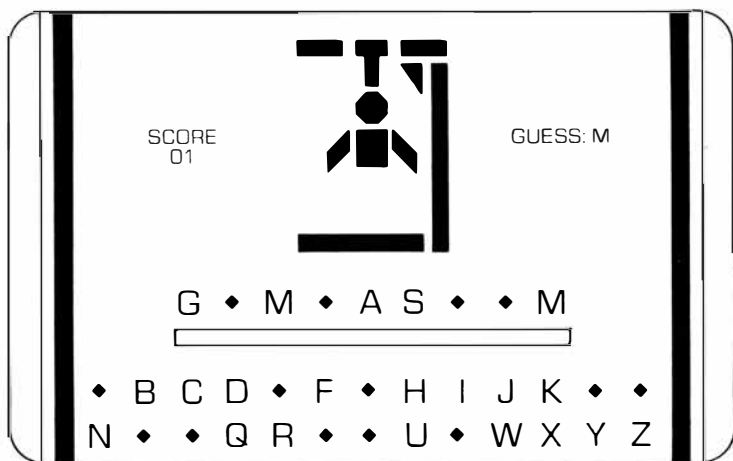
This *Solid State Software*™ Command Module is designed to be used with the Texas Instruments Home Computer. Its preprogrammed solid-state memory expands the power, versatilty, and capability of your Home Computer.

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TEXAS INSTRUMENTS
HOME COMPUTER

INTRODUCTION

The HANGMAN* *Solid State Software*™ Command Module,
developed for Texas Instruments by the Milton Bradley Company,
offers you excitement and challenge as you try to guess the letters
needed to spell randomly selected words before the hangman figure
is complete. The HANGMAN secret word game challenges you to
guess your word before the computer or an opponent does, using the
optional timer to limit the amount of time for guessing a letter.

With the HANGMAN Command Module, you can:
- Play against the computer or an opponent.
- Let the computer select words randomly from the preprogrammed
  list.
- Enter your own words for each game.
- Create your own Custom List of up to 60 words which the
  computer randomly selects.

In addition, with a cassette tape recorder connected to your computer
via the TI Cassette Interface Cable, you can save a Custom List for
future use.

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USING THE *SOLID STATE SOFTWARE*™ COMMAND MODULE

An automatic reset feature is built into the computer. When a module is plugged into the console, the computer returns to the master title screen. All data and program material you have entered will be erased.

Note: Be sure the module is free of static electricity before inserting it into the computer (see page 10).

TEXAS INSTRUMENTS
HOME COMPUTER
READY-PRESS ANY KEY TO BEGIN

© 1979 TEXAS INSTRUMENTS
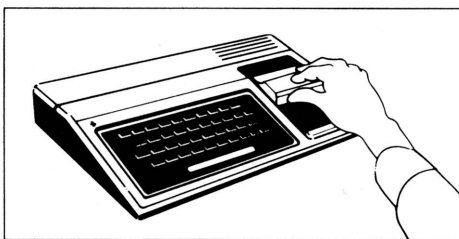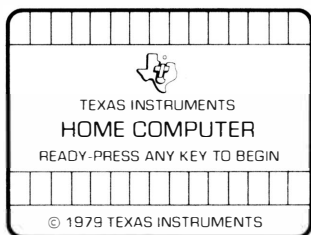
1. Turn the computer ON and wait for the master title screen to appear. Then slide the module into the slot on the console.

2. Press any key to make the master selection list appear. To select the module, press the key corresponding to the number beside HANGMAN.

Note: To remove the module, *first* return the computer to the master title screen by pressing **QUIT**. *Then* remove the module from the slot. If you have any problem inserting the module, or if it is accidentally removed from the slot while in use, please see "In Case of Difficulty" on page 11.

GETTING STARTED

After you select the game from the master selection list, the HANGMAN title screen appears. After the completion of a hangman is shown on the display, you are asked to select the number of players, 1 or 2. You also can press **1** or **2** at any time during the title screen sequence.

To see a demonstration of HANGMAN, do not press any key. After several seconds, a sample game appears. When you are ready to continue, press any key to return to the title screen and select the number of players for your game. If no key is pressed during the demonstration, the display automatically returns to the title screen when the sample game is over.

One-Player Game

To select a one-player game, press **1** when the title screen is displayed. You then are asked to select the type of game you want to play. Press **1** for a regular game, **2** for a scramble game, and **3** for a list of game rules.

■ *Regular Game* — In a regular game, the computer randomly selects a word from its preprogrammed list or from your Custom List (see "Custom List"). If you guess letters that are in the word, they appear in their correct place in the word.

■ *Scramble Game* — A scramble game is played like a regular game, but the letters you pick appear in the order they are guessed, *not* in the order they appear in the word. When the last correct letter is guessed, the word unscrambles and appears on the display.

■ *List of Game Rules* — The game rules explains some of the special keys to press during a game.

After you select the game of your choice, you are asked to enter the number of letters you want in the word. Press a number from 5 to 9. If you want to create your own list of words or use words from a previously saved list, press **C** to make a Custom List (see "Custom List") before specifying the number of letters.

Two-Player Game

To select a two-player game, press **2** during the title screen sequence. Next, decide whether you want a regular game or a scramble game by pressing **1** or **2** for the appropriate selection (see "One-Player Game"). Press **3** to see the rules for the game. After you press **1** or **2**, you have several other selections to make.

- *Guess Same Word* — Each player takes a turn guessing one five- to nine-letter word from the preprogrammed list or the Custom List.

- *Guess Different Words* — Each player selects the number of letters in different words. Each word is selected randomly from the preprogrammed list or the Custom List.

- *Each Enter Word* — Each player enters a word for the opponent to guess. The words can contain up to 12 letters and should be entered secretly. Player 1 first types the word for Player 2 to guess and presses **ENTER**. The display then turns green and Player 2 types a word for Player 1. After pressing **ENTER**, the display turns blue and Player 1 begins the game.

After you select the type of two-player game, the next display asks for the length of the words you want (unless each player is entering a word). After each player has selected the length of a word by typing a number from five through nine, the game begins.

Custom List

To create and save your own list of words, make sure that a cassette recorder is correctly attached to your system (see the *User's Reference Guide* for details). Then press **C** when the program asks for the length of the words. The Custom List display appears and asks if you want to use the current list, create a new list, or read the list from the cassette tape.

- *Use the Current List* — Press **1** and the game starts with a word from the current Custom List, if one has been created. *Note*: When you press **QUIT** or turn the computer off, any list not included with the module or any list not saved on a cassette tape is lost.

- *Create a New List* — Press **2** and the display changes to allow you to create a list. Type your first word in the space given on the display, press **ENTER**, and continue with the next word. You can enter up to 60 words, each a maximum of 12 letters in length. After you enter all the words you want, press **SHIFT 8** (*).

  Next, you are asked if you want to save the list. Press **Y** (yes) and follow the directions on the display to "Save the Tape." Press **N** (no) if you do not want to save the list.

- *Read from the List* — Press **3** to read the information from the cassette tape into memory, following the directions on the display. You may add more words to the list if there are less than 60 words in it.

Note: You can create a Custom List at any time and use it for the current game. However, in order to use the list at a later date, you must save it on a cassette tape.

PLAYING THE GAME

After you make all the necessary selections, you are ready to begin the game. At the bottom of the display, each letter of the alphabet is shown. Above the alphabet is a row of diamonds, indicating the letters in the word you are to guess. The score for this game is shown in the top left-hand corner of the display. Each game begins with 11 points.

The object of the game is to guess the letters in a word before all the pieces are added to the hangman. To begin the game, type a letter you think is in the word. Your guess is taken from the letters of the alphabet appearing at the bottom of the display. The letter you guess appears at the center right of the display beside the word "GUESS:."

If the letter is in the word, it replaces one or more of the diamonds. (A letter may appear more than once in a word.)

In a one-player game, you continue guessing letters until the word is spelled or until all 11 pieces have been added to the scaffold. In a two-player game, the players alternate turns in guessing the word. This can be done in one of two ways.

- First, both players can try to guess the same word. Player 1 continues until a wrong letter is guessed. The display turns green and then Player 2 tries until a wrong letter is guessed. The display returns to blue and Player 1 tries again. Points are added to each player's score when a correct letter is added to the word.

- Second, each player has a turn to guess the correct letters in separate words, whether they have been selected randomly by the computer or the players entered words. Player 1 goes first and continues until a wrong letter is guessed. The display then changes to green, and Player 2 tries to guess correct letters for his or her word. When a wrong letter is guessed, the display returns to blue and it is Player 1's turn again.

Another option that can increase the challenge of HANGMAN is putting a time limit on the game. When the game begins, a flashing red underline appears below the H in HANGMAN at the top of the display. The underline moves from one letter to the next, taking 30 seconds to reach the last letter of the word. You may use the timer to control the amount of time each player takes in guessing a letter. The use of the timer should be agreed upon by both players at the start of the game. *Note*: No penalty is assessed by the computer if a player takes more than 30 seconds to guess a letter.

The scaffold has 11 pieces. If a wrong letter is guessed, one piece of the scaffold appears in the center of the display. Also, one point is subtracted from the score.

You continue guessing letters until the word is spelled or until your man is "hung." If you are unable to guess the word correctly, the hangman flashes on the display and the remaining letters of the word appear. If you correctly guess the word, "YOU WIN" appears on the display. The remaining number of points in the score are added to your total points in the left-hand corner. The number of the game you just finished also appears in the left-hand corner.

If you have difficulty in guessing the right letters and would like to "buy" a letter, press **SHIFT 8** (*). One letter is added to your word, but three points are subtracted from your score and three pieces are added to the scaffold. *Note*: You cannot buy the last letter of your word or buy a letter if your score is three or less.

After you win or lose with the current word, you can press **ENTER** to play another game with the same options. Again you are asked the number of letters you want in the word. Make your selection and Game 2 begins. If you do not press **ENTER**, the display returns to the title screen after several seconds and you must reselect your options.

At any time during a game or selections, you can press **SHIFT 2** (@) to return to the HANGMAN title screen and reselect the number of players and the options for the game.

END OF THE GAME

The game is over when you guess all the letters of the word or when all 11 pieces are added to the scaffold. To play another game with the same options, press **ENTER**. To play a game with other options, press **SHIFT 2** (@) to return to the HANGMAN title screen. To end a session with the module, press **QUIT** to return to the master title screen.

CARING FOR THE MODULE

These modules are durable devices, but they should be handled with the same care you would give any other piece of electronic equipment. Keep the module clean and dry, and don't touch the recessed contacts.

CAUTION:
The contents of a Command Module can be
damaged by static electricity discharges.

Static electricity build-ups are more likely to occur when the natural humidity of the air is low (during winter or in areas with dry climates). To avoid damaging the module, just touch any metal object (a doorknob, a desklamp, etc.) before handling the module.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static build-up. These commercial preparations are usually available from local hardware and office supply stores.

IN CASE OF DIFFICULTY

If the module activities do not appear to be operating properly, return to the master title screen by pressing **QUIT**. Withdraw the module, align it with the module opening, and reinsert it carefully. Then press any key to make the master selection list appear. (*Note*: In some instances, it may be necessary to turn the computer off, wait several seconds, and then turn it on again.)

If the module is accidentally removed from the slot while the module contents are being used, the computer may behave erratically. To restore the computer to normal operation, turn the computer console off, and wait a few seconds. Then, reinsert the module, and turn the computer on again.

If you have any difficulty with your computer or the HANGMAN module, please contact the dealer from whom you purchased the unit and/or module for service directions.

Additional information concerning use and service can be found in your *User's Reference Guide.*

THREE-MONTH LIMITED WARRANTY
HOME COMPUTER SOFTWARE MODULE

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchaser.

WARRANTY COVERAGE

This warranty covers the electronic and case components of the software module. These components include all semiconductor chips and devices, plastics, boards, wiring, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software module and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT, UNREASONABLE USE, NEGLECT, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIALS OR WORKMANSHIP.**

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of the original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE-MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the above three-month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for three months from date of replacement. Other than the postage requirement, no charge will be made for replacement.

TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Geophysical Services Incorporated
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Consumer Service
831 South Douglas Street
El Segundo, California 90245
(213)973-1803

Texas Instruments Consumer Service
6700 Southwest 105th
Kristin Square, Suite 110
Beaverton, Oregon 97005
(503)643-6758

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TI does not warrant that the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decision made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as expressed or implied warranties.

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The HANGMAN Command Module offers excitement and challenge as you try to guess the correct letters in this secret word game. Playing against the computer or an opponent, you only have 11 guesses before your hangman figure is "hung."

The **HANGMAN** module lets you
- Play against the computer or an opponent.
- Use words randomly selected from the preprogrammed list.
- Enter your own words for each two-player game.
- Create your own "custom" list of up to 60 words which the computer selects at random.

In addition, with a cassette tape recorder connected to your computer via the TI Cassette Interface Cable, you can save a Custom List for future use.

Adds 6K bytes of active memory with stored program to your TI Home Computer.

Texas Instruments invented the integrated curcuit, the microprocessor, and the microcomputer. Being first is our tradition.